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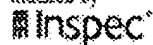
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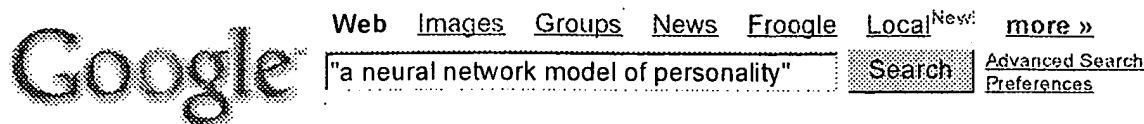
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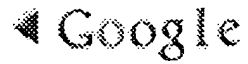
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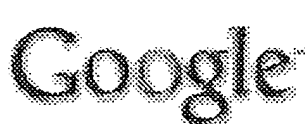
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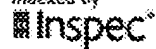
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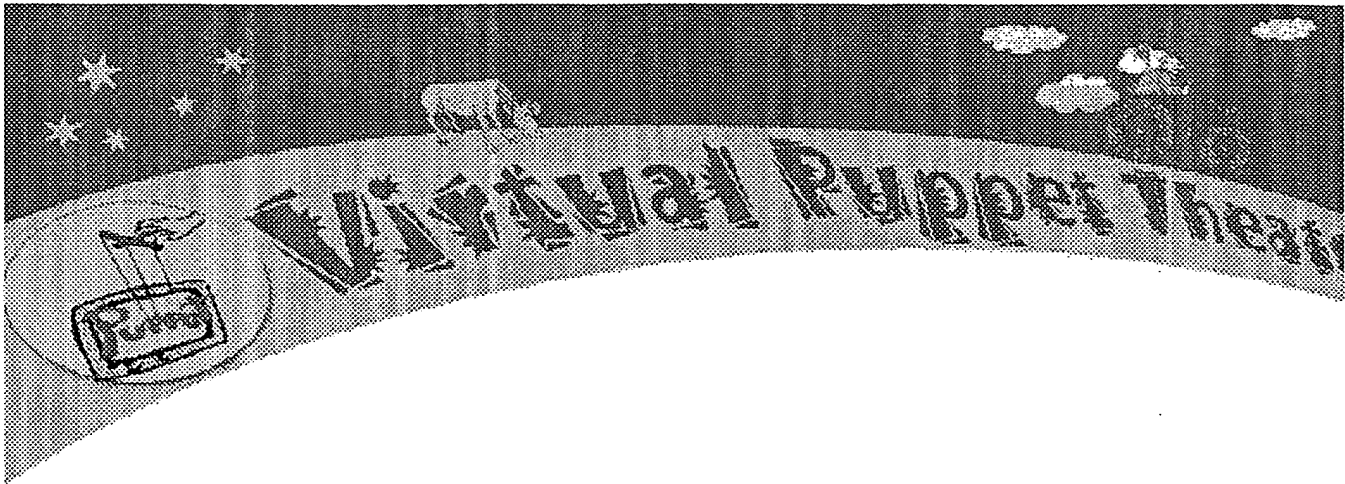
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The Educational Puppet Theatre of Virtual Worlds

The objective of the PUPPET project in the field of early learning is to develop and investigate the value of a virtual reality environment, the Virtual Puppet Theatre, (VPT), based on a theoretical framework of "learning externalisation". Hence PUPPET aims at extending the current forms of early learning through play by developing a range of novel individual as well as collaborative interactive environments - using a theatre metaphor.

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Puppeteers

- [LIA](#), Laboratory of Image Analysis, [Aalborg University](#) (Co-ordinator) 
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- [DFKI](#), German Research Center for Artificial Intelligence GmbH 
additional information can be found [here](#) (access restricted to puppeteers)

Publications

- Martin Klesen, Janek Szatkowski, and Niels Lehmann
[A Dramatised Actant Model for Interactive Improvisational Plays](#) (*abstract*)

In: A. de Antonio, R. Aylett, D. Ballin, *Proceedings of the Third International Workshop on Intelligent Agents*, pp. 181-194, Madrid, 10-11 September 2001, Lecture Notes in Artificial Intelligence, [LNAI 2203](#), Springer-Verlag Heidelberg.

- Martin Klesen, Janek Szatkowski, and Niels Lehmann
The Black Sheep - Interactive Improvisation in a 3D Virtual World (pdf, 20 KB, 4 pages)
 In: *Proceedings of the i3 Annual Conference 2000*, Jönköping, Schweden, 13 - 15 September 2000.
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Related Research

In this section you may find other projects and research activities related to our work in Puppet.

- The [KidStory Project](#) (Esprit project 29310)
- The [NIMIS Project](#) (another i3 ese project)
- The [InteractiveStory.net](#) project by Michael Mateas and Andrew Stern
- The [Virtual Theater Project](#) at Stanford
- The [Oz Project](#) at Carnegie Mellon University
- The [Gesture and Narrative Language](#) group at the [MIT Media Lab](#)
- The [Improv Project](#) at the New York University [Media Research Lab](#)
- [Characters, improvisation, and ...](#) - An unorganized collection of references to autonomous characters that can improvise and react to their environment.

Software

The software for the first prototype is written in Java and C++ and runs on a SGI O2 using Performer. The graphical interface for the children and the behavior control for the virtual puppets is written in Java using the Java3D SDK. The 3D simulation and visualisation of the virtual farmyard is written in C++.

- [DFKI Software Archive](#) (access restricted to puppeteers)

The software archive contains the source code for the High-Level Behaviour Module for VPT-A (the "m virtual puppets) that processes the synthetic percepts from the 3D virtual environment and uses a plan-ba to determine the puppet's behaviour.

Sponsor Puppet is funded by the EU under the project no. EP 29335 within the Esprit Long-Term Research initiative i3.

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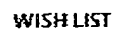


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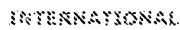
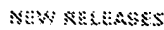
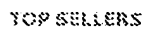
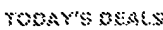
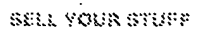
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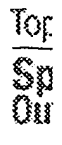
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